

ATARI® 400/800™

COMPUTER GAME  
**SPACE  
INVADERS\***



\* Indicates trademark of Taito America Corp.



A Warner Communications Company 

Model CXL4008  
Use with  
ATARI® 400™ or ATARI 800™  
PERSONAL COMPUTER SYSTEMS




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# SPACE INVADERS

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# CONTENTS

1	INTRODUCTION AND GAME PLAY DESCRIPTION	1
2	LOADING THE SPACE INVADERS CARTRIDGE	3
3	TO BEGIN PLAY	5
	Option Select Start	
4	USING THE JOYSTICK CONTROLLERS	7
5	GAME VARIATIONS	9
6	SCORING	11

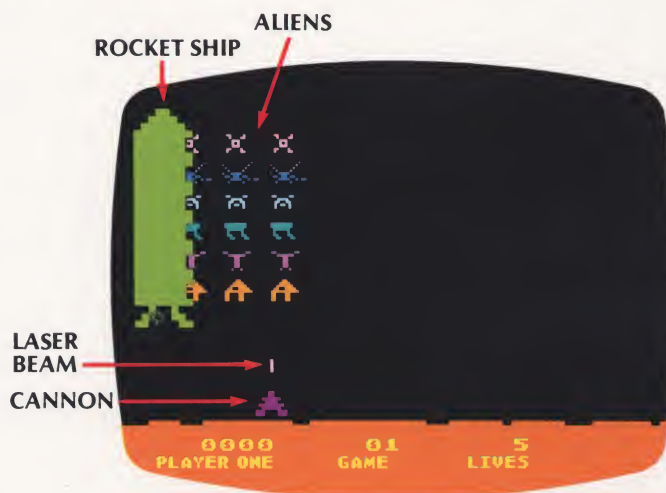


# INTRODUCTION AND GAME PLAY DESCRIPTION

You've made a mission to the moon, but so have the deadly **SPACE INVADERS\***. Your objective is to protect yourself from the alien invaders and to prevent them from landing on the lunar surface by destroying them. Your long-term objective is to score as many points as possible. Points are scored each time you hit one of the SPACE INVADERS with a beam from your laser cannon.

The aliens march from the large rocket ship on the left side of the screen, as shown in the diagram, and drop laser beams as they advance. As their rocket ship moves closer to the lunar surface, they tend to center their laser beams on your laser cannon.

The Joystick Controller moves the cannon right or left, and the red button on the Joystick fires laser beams that destroy the aliens upon contact (see USING THE JOYSTICK CONTROLLERS).



If you destroy all 48 SPACE INVADERS before they reach the lunar surface, a new set of invaders will appear on the screen. Each time the invaders are reset on the screen, they will start from a position closer to the surface, until the large rocket ship actually touches the moon's surface. When this happens, there will be a pause and you will be in for a surprise visit. After the pause, the invaders will begin marching from the rocket ship again.

You have three or five "lives" or turns, depending on the number of the game you are playing. Each time you are hit with an enemy laser, you lose one life. The game ends when you have lost your last life or when any invader touches the lunar surface.

Do your best to protect the lunar surface from the invasion of these interplanetary enemies . . . See you in space.

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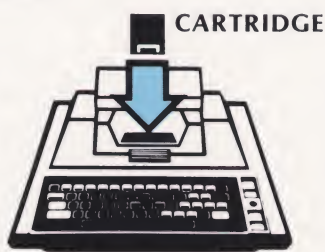


# LOADING THE SPACE INVADERS CARTRIDGE

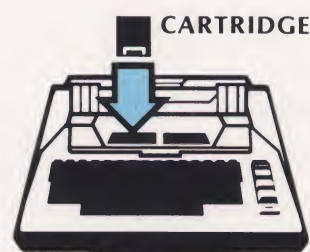
To load the SPACE INVADERS program from the cartridge into the computer, use the following procedure:

1. Connect your **ATARI 400™** or **ATARI 800™** **Personal Computer System** to your television set as instructed in the *Operator's Manual*.
2. Open the cartridge door of your computer and insert the SPACE INVADERS cartridge in the cartridge slot. Use the **LEFT CARTRIDGE** Slot on the ATARI 800 Personal Computer System.
3. Turn on your television set and adjust the volume.
4. Turn on your computer. The **POWER** switch is on the right side of the computer console.

**Note:** The cartridge can be loaded either before or after you switch computer power on. Opening the cartridge door automatically shuts the power off to protect electronic components from damage during cartridge loading and removal.



**ATARI 400™**  
Personal Computer System



**ATARI 800™**  
Personal Computer System

5. If all equipment is correctly connected, the following display appears on your television screen:



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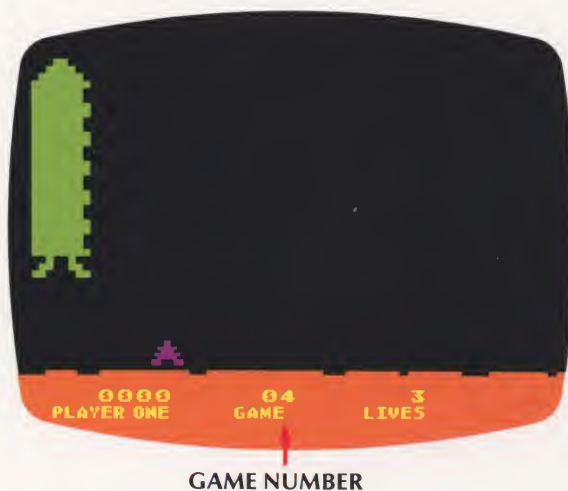
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## TO BEGIN PLAY

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### OPTION

After the cartridge has been inserted into your computer (see **LOADING THE SPACE INVADERS CARTRIDGE**) you're nearly ready to begin. There are 12 different SPACE INVADERS games, each one with its own game number. To select a game, press the **OPTION** key and hold it down until the number of the game you want to play appears at the bottom center of the screen. (See **GAME VARIATIONS** for descriptions of the games.)



### SELECT

Use the **SELECT** key on the computer console to choose the number of players. Each game may be played by one or two players. When SPACE INVADERS first appears on your television screen, it's set for one player. Press the **SELECT** key and PLAYER 2 will appear at the bottom right side of the screen. Press the **SELECT** key again to return to a one-player game.

Players alternate turns in a two-player game. Player 1 starts. (See **USING THE JOYSTICK CONTROLLERS**.)

### START

Press **START** to begin the invasion. The **START** key may be used to begin a new game or to reset a game at any time.

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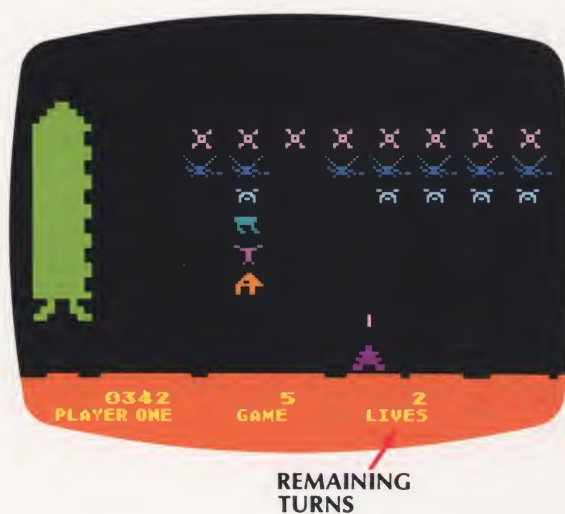
## USING THE JOYSTICK CONTROLLERS

Use your Joystick Controllers with SPACE INVADERS. Plug the Joysticks firmly into CONTROLLER JACKS 1 and 2 on the front of your ATARI 400 or ATARI 800 Personal Computer System. Hold the Joystick with the red button to your upper left, toward the television screen.

In one-player games, the player uses the Joystick plugged in Jack 1. In two-player games, the first player uses the Joystick plugged into Jack 1, and the second player uses the Joystick plugged into Jack 2.

Move the Joystick right or left to maneuver your laser cannon right or left across the bottom of the screen. Do this to avoid being hit by the laser beams that the invaders continually drop from the sky, and to aim your own laser beams.

Each time you are hit by an enemy laser beam, the game pauses temporarily, and the number of turns or LIVES you have left is displayed at the bottom right side of the screen.



Press the red button on the Joystick to fire your laser beams. Each time you fire a laser beam you cannot fire again until you hit a target, or until the laser beam disappears off the top of the screen. The number of laser beams you can fire is unlimited.

**Note:** To suspend play at any time, press the **CTRL** key and hold it down while you press the **1** key. Use the same procedure to continue game play.

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# GAME VARIATIONS

- GAME 1:** This is the basic SPACE INVADERS game. Enemy laser beams are slow, and you have 5 lives or turns.
- GAME 2:** In this version, enemy laser beams alternate between slow and fast. You have 5 lives or turns.
- GAME 3:** All enemy laser beams are fast, and you have 5 lives.
- GAME 4:** Enemy laser beams are slow in this game, but you have only 3 lives.
- GAME 5:** Enemy laser beams alternate between slow and fast. You have 3 lives.
- GAME 6:** All enemy laser beams are fast, and you have 3 lives.
- GAME 7:** This version is like Game 1. Enemy laser beams are slow and you have 5 lives. The difference is that the invaders' laser beams have a tendency to "home in" on you.
- GAME 8:** Enemy laser beams alternate between slow and fast, and you have 5 lives. As in Game 7, the invaders' laser beams tend to home in on you.
- GAME 9:** Enemy laser beams are fast and home in on you. You have 5 lives.
- GAME 10:** Enemy laser beams are slow but they home in on you. You have only 3 lives in this game.
- GAME 11:** Enemy laser beams alternate between slow and fast, and they home in. You have 3 lives.
- GAME 12:** Enemy laser beams are fast and home in. You have 3 lives.

Use the **GAME MATRIX** for a quick reference to the SPACE INVADERS game variations:

Game Number	1	2	3	4	5	6	7	8	9	10	11	12
Five Lives												
Three Lives												
Slow Laser Beams												
Fast Laser Beams												
Slow and Fast Laser Beams												
"Home-in" Laser Beams												

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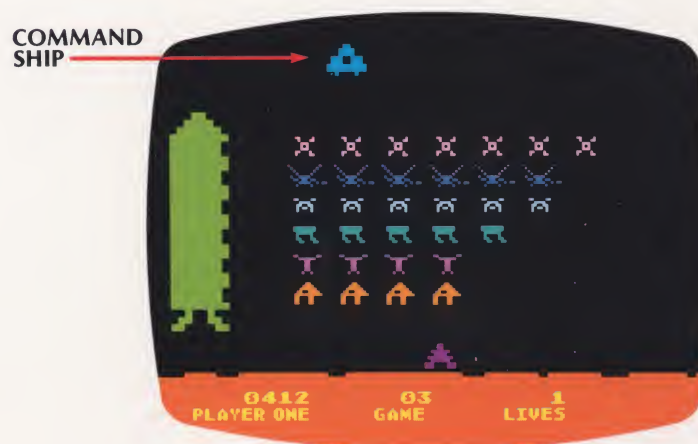


# SCORING

Your score is displayed at the bottom of the screen. PLAYER 1's score is on the left; PLAYER 2's score is on the right. The SPACE INVADERS are worth two points each until they advance one level lower on the playfield; then they're worth four points each.



The SPACE INVADERS Command Ship, which periodically flies across the top of the screen, is worth 18 points when hit by one of your laser beams.









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